STICKYBEAR® WORD PROBLEMS

USER'S GUIDE

STICKYBEAR WORD PROBLEMS USER'S GUIDE

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About Stickybear Word Problems

The ability to understand and solve math problems when they are presented in sentence form is crucial to a student's development.

Stickybear Word Problems provides practice in deductive skills as well as in arithmetic skills, using mathematics adapted to everyday situations. Hundreds of problems with thousands of possible number variables are stored on the disk. In addition, teachers and parents may add their own word problems at any time.

The program adjusts to meet the individual needs of the student. A level adjustment monitor, which the student never sees, constantly checks progress. Adjustments are made automatically. This allows each child to proceed at a comfortable pace, challenged but not frustrated.

Teachers and parents can further tailor the problem to meet each student's needs. The Options section of this guide gives step-by-step directions on how to choose the beginning level.

The program keeps track of the names, levels reached, scores, and types of problems assigned for up to 40 students. Names may be added or dropped at any time. All instructions and answers are entered via the keyboard.

Getting Started

Stickybear Word Problems will run on any Apple, Apple II Plus, Apple //c or Apple //e with at least 48K and a disk drive.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed.

If your Apple does not have the Autostart ROM, you will see the monitor cursor *. Type 6, then type P while holding down the key marked Control (6 CTRL P), then press the RETURN key.

After the title panel, you will see the welcome panel:

Welcome to
Stickybear Word Problems

Press RETURN when
you are ready to
begin.

Children may simply press RETURN to work with the program. Teachers and parents may enter the option sections from the welcome panel by using the commands described below.

The welcome panel offers four choices: Two of them allow teachers and parents to view and adjust the program, the third allows the teacher or parent to enter his or her own word problems, the fourth allows the child to play.

Control C (CTRL C) Options
Press Control while pressing C (CTRL C) to enter the Options section.

Control R (CTRL R) Report Card
Press Control while pressing R (CTRL R) to enter the Report Card section.

Control A (CTRL A) Add Your Own Problems
Press Control while pressing A (CTRL A) to enter your own problems.

Return
Press the Return key while at the welcome screen to begin playing *Stickybear Word Problems* without making any new changes in the type and level of problems to be presented. Any previous changes will, of course, remain intact.

To Play

If you press RETURN when the welcome panel is on the screen, you will be asked to enter a name (no more than 11 letters, please) and press RETURN.

Note: Students with the same first name should add a last initial so the program can tell them apart. A name should never begin with a space.

If a name is not on the program's list of previous players, the problems will start at Level 1 and will progress upward as the student succeeds in solving problems.

If a name was entered earlier, the program will start at the last level reached and with the variations (if any) set in the Options section.

Stickybear Word Problems will now present a series of problems that the child may solve by typing in the correct numbers (see "Cursor Movement") and pressing RETURN.

If the answer is wrong, the student will hear a "bloop," and the answer that was typed will be erased. The student may have from one to five attempts at answering the problem correctly, depending on the option chosen; the default is two tries.

If the student still has not come up with the correct answer, the computer will highlight the numbers in the paragraph and display the steps and the solution at the bottom of the screen.

After studying the solution, the student can press R to repeat the highlighting sequence and see the solution displayed again or press any other key to continue on to the next problem.

After every correct answer, the program will display an animated sequence as a reward. The program will automatically proceed to the next word problem.

Control Z (CTRL Z) End the Session
When the student is ready, the session can be ended and the results saved to the disk by pressing the Control key while pressing the Z key (CTRL Z).

A report screen will appear with the current session's progress. Note: Control Z can be used only when a new problem is on the screen, before it has been answered.

Pressing the ESC key will also end the session. Because the ESC key is easy to hit by accident, the program will ask you if you are sure you want to end the session. Press Y and RETURN to end the session, or N and RETURN to continue.

Control Q (CTRL Q) Quiet
Press the Control key while pressing the Q key (CTRL Q) to turn off the sound for quiet play. Pressing CTRL Q again will restore the sound. Apple //c users can simply turn the adjustment knob located on the left side of the machine up or down.

Control P (CTRL P) Print
If a printer is available, follow these steps:

Press the Control key while pressing the P key (CTRL P) to print the problem you are working on. This must be done while the program is waiting for an answer.

After you press CTRL P, the computer will ask you to enter the slot number the printer is in. Type in the number and press RETURN. If the printer is in Slot 1, you can just press RETURN. Press the ESC key when the program asks for the slot number to get out of the printer option. Control P also allows you to print the custom problems you enter. See the "Add Your Own Problems" section below.

OPTIONS

Press Control C (CTRL C) while the welcome panel is on the screen to enter the Options section. This section allows teachers and parents

to determine the type and level of word problems to be presented to each student.

Teachers and parents can make individual assignments for up to 39 students, then store them on the disk (the 40th name is always reserved for any new student not on the list).

When the family, neighborhood, or class works with *Stickybear Word Problems*, each individual will be presented with the types and level of problems chosen for that individual.

You will see:

> **You can customize the**
> **Stickybear Word Problems**
> **for each student.**
>
> **Press RETURN to go on or**
> **ESC to go back to the start**
> **of the program.**

Press RETURN to continue. You will see:

> **Enter the student's name:**
>
> _____
>
> **Press RETURN to go on.**

Type the student's name (11 letters or fewer), then press RETURN. The Options section will present you with three choices. Press the appropriate number or answer, Y for yes or N for no, to identify your response, then press RETURN.
You will be able to review and revise your selections after the third choice. The options are:

1. Select the number of tries. Enter a number from 1 to 5 to specify how many incorrect answers the program will accept before the computer displays the correct answer and the steps used to determine the correct answer.

The program default which the program will select if you do not change the number, is two tries. Younger students will feel comfortable with more tries. Set the number to 1 for more accomplished math wizards or for a quiz form that will record an accurate per-problem score.

2. Select the starting level of difficulty. Enter a number from 1 to 7 to select the level of difficulty at which the program will begin for a particular student. Remember, *Stickybear Word Problems* will adjust itself as the student solves the problems. See the Table of Levels for a description of the problems presented at each level and the skills involved.

3. Printer. Type Y to allow the student to print the problem. Type N to turn off the printer option.

When you have completed the third choice, you will be shown a review screen. Type the number of any option you wish to revise, or press RETURN to accept the choices as made and return to the welcome panel.

Press the Control key while pressing C (CTRL C) to customize the program for another student.

Report Card

Press the Control key while pressing R (CTRL R) when the welcome panel is on the screen to get the Report Card section. The Report Card enables you to track and store individual assignments and progress reports for up to 39 students (Position 40 is reserved for new and unlisted students). You will see:

Report card option:
Choose:
1. Single child's report card
2. Delete a child's record
3. View options
Press ESC to go back to
the start of the program.

Press a number from 1 to 3 to select an option, or ESC to return to the welcome screen.

Option 1 presents a list of the students whose names are stored on the disk and allows you to view the results of the last session for any student. Select the number of the student whose record you wish to review.

The Report Card contains a variety of information.

Report Card for: JANIE		The student's name appears here.
Starting level:	**1**	Level at which the problems began.
Current level:	**2**	Level reached at last session. The current level will be the starting level for the next session.
Problems attempted:	**20**	The number of problems attempted.
Answers correct:	**16**	Correct answers within the number of tries allowed.
Score:	**80%**	Percentage of correct answers.

Note: This information, which describes only the preceding session's results, is updated each time the student works with the program.

Option 2 allows you to delete any records you wish in order to make room on the disk. Enter the name you wish to delete when the list appears.

Option 3 allows you to review and revise the option choices for any name on the list. Select the number of the student whose options you wish to revise. When the Options review screen appears, select the number of the option you wish to change.

Cursor Movement

Stickybear Word Problems presents the cursor at the leftmost position so that the problem may be answered naturally. For example:

4 + 9 =

The student would enter the 1 first and then the 3 for the answer 13.

The cursor may be moved from right to left to change the answer by using the left arrow (<--) or the Delete key. The cursor will erase any numbers it passes over; so you can enter a new answer, check it, then press RETURN.

Table of Levels

This table illustrates the order in which the problem-difficulty levels are presented. Students do not see the levels, the program adjusts itself automatically. You can use the table to select the starting place for a particular student or session. The highest level reached in each session is displayed in the progress report. Check the Table of Levels as well as the Options to see which skills have been mastered so far and which should be emphasized in future assignments. If no options have been chosen, the program will begin at Level 1.

Level 1 consists of problems that require one addition.

Problem: Tom counted 4 big turtles and 5 little turtles in the pond. How many turtles were there altogether?
Solution: 4 + 5 =
Answer: 9

Level 2 consists of problems that require one subtraction.

Problem: Mom put 16 cookies on a plate. Sara ate 4. How many cookies were left?
Solution: 16 - 4 =
Answer: 12

Level 3 contains problems that require two addition operations.

Problem: June saw 5 cows, 9 horses, and 8 sheep at the farm. How many animals did June see?
Solution: 5 + 9 = 14
14 + 8 =

Answer: 22

Level 4 contains problems that require one addition and one subtraction.

Problem: John had 6 rabbits. He bought 5 more. Then he sold 4. How many rabbits does John have now?
Solution: 6 + 5 = 11
11 - 4 =
Answer: 7

Level 5 consists of problems that require two subtractions.

Problem: Jenny had 11 cookies. She gave 2 to Courtney and 3 to David. How many cookies did Jenny have left?
Solution: 11 - 2 = 9
9 - 3 =
Answer: 6

Level 6 contains problems that require one multiplication.

Problem: Shelley eats 2 apples every day. How many apples does Shelley eat in 11 days?
Solution: 2 * 11 =
Answer: 22

When all the Level 6 problems have been shown, the program will repeat any problems that were answered incorrectly. After the student has had the chance to answer these problems once more, the program will show a screen that says

You have reached the
end of problems in
Level 6.

Press any key to display
the Report Card.

Level 7 contains any custom problems that have been entered by the teacher or parent. There is room on the disk for 25 custom problems in Level 7 at one time. You may change, add and delete custom problems as desired.

There is a limit of two operations per problem, but no limit to the type of problem.

Students beginning at Level 7 will be presented with all the problems which have been created at that level. As with Level 6, when all the problems have been presented, the program will repeat any problems that have been answered incorrectly. After these problems have been shown once more, the program will show the screen

You have reached the
end of problems in
Level 7.

Press any key to display
the Report Card.

Add Your Own Problems

Press the Control key and A (CTRL A) while at the welcome panel to enter the Level 7 option section. This section enables you to add, delete, or print your own problems.

Level 7 Options

Choose:
1. Add a new problem
2. Delete a problem
3. Print a problem
Enter 1, 2 or 3
and press RETURN.
ESC to go back to start.

Option 1 • Adding a New Problem
There are four steps to adding a new problem to Level 7. You will need to enter the title, problem text, answer, and solution.

First, you must enter a title for the problem. This is necessary to keep track of the number of problems and to be able to list, delete, and print them.

You may enter up to ten characters for the title. Press RETURN when you have finished.

Next, you may begin to enter the problem text. The program will accept text in any convenient form. You may skip lines between sentences or write the numbers out in text form (one hundred instead of 100). This section works like a simple word processor. Type in the problem, leaving spaces between words (the program will automatically wrap the words onto the next line when it reaches the end of a line). To delete any text, use the left arrow (<--) or the Delete key. As you move the cursor back over any words, they will be erased. Type in the new text.

The text for a problem may not exceed nine lines. If you attempt to go beyond this, the computer will beep and flash a warning: EXCEEDING THE LIMIT.

For those users with later model Apples, it might be helpful to make sure that the CAPS LOCK key is up when you enter the problem text. A word problem is somewhat easier to read when it is typed in uppercase and lowercase letters. Apple II Plus owners can press the Control key while pressing the L key (CTRL L) to toggle between uppercase and lowercase letters.

When you have finished entering the problem, press the ESC key. The problem will be saved in the computer's memory. If you decide that you don't want to use the problem, you will have to delete it. (See Option 2.)

The third step in creating a problem is to enter the answer. This must be a numerical answer that DOES NOT EXCEED FOUR DIGITS. The computer will not accept any more than four digits or any special

characters, such as commas, dollar signs, or decimal points. Enter the answer, then press RETURN.

The fourth step is to enter the solution steps for the problem. As you enter the solution, do not type in any spaces. The computer will accept only numbers, operation signs, and the equal sign in the solutions. It will place the spaces when it displays the solution to the student. For example:

3 * 7 = 21
21 + 4 = 25

You enter

3*7=21 (Return)
21+4=25 (Return)

Use the slash key (/) for the division function, and the asterisk key (*) for the multiplication function.

You may use up to two lines or 45 characters for the solution, with no limits on the size of the numbers, but the final answer can only be up to four digits.

If you try to put in more than two lines, the computer will flash the warning: EXCEEDING THE LIMIT.

When you have completed entering the solution, press the ESC key.

The problem (title, text, answer, and solution) is now saved to the disk and you are returned to the List of Options for Level 7 problems. You may store up to 25 problems in Level 7 at any one time. You may, of course, delete problems to make room for new ones.

Option 2 • Deleting a Problem

The second option for Level 7 problems allows you to delete a problem that you have already entered. If you select option number 2 from the menu, the program will show you a list of the titles of the Level 7 problems on the disk. To the left of the titles will be the numbers 1-25. Press the ESC key to cancel the delete option, or enter the number of the problem to be deleted and press RETURN.

The program will ask you if you are sure you want to delete the problem. Press N and RETURN to cancel the delete, or Y and RETURN to delete the problem.

The program will then return you to the Level 7 List of Options.

Option 3 • Printing a Problem

When you select Option 3, you will see a list of the problems that have been entered for Level 7. To the left of the titles will be the numbers 1-25. Press the ESC key to cancel the print option, or enter the number of the problem to be printed. The program will ask you if you are sure you want that problem printed. Press N and RETURN to cancel the print, or Y and RETURN to print it.

The program will ask you to enter the slot number of the printer, then press RETURN. If the printer is in Slot 1, you can just press RETURN.

Only the text of the problem will be printed, not the solution or answer. After the print is complete, the program will return you to the Level 7 List of Options.

You may use the print option to create paper tests of the word problems.

LIST OF COMMANDS

CTRL A	To add problems from the welcome screen
CTRL C	To get to the Options section from the welcome screen
CTRL L	To toggle between uppercase and lowercase
CTRL P	To print the problem
CTRL Q	To turn the sound on or off
CTRL R	To get to the Report Card from the welcome screen
CTRL Z	To end the session
ESC	To cancel the section you are in or to end the session
RETURN	To start playing from the welcome screen

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